

EXHIBIT E6

Invalidity of U.S. PATENT NO. 6,954,789 in view of Riddle and Ferdinand	
CLAIM LANGUAGE	Exemplary Citations to Riddle and Ferdinand
INDEPENDENT CLAIM 1	
1	<p>A method of examining packets passing through a connection point on a computer network, each packets conforming to one or more protocols, the method comprising:</p> <p>U.S. Patent No. 6,412,000 (“Riddle”) discloses a method of examining packets passing through a connection point on a computer network, each packets conforming to one or more protocols.</p> <p>For example:</p> <p>“In a packet communication environment, a method is provided for automatically classifying packet flows for use in allocating bandwidth resources and the like by a rule of assignment of a service level. The method comprises applying individual instances of traffic classification paradigms to packet network flows based on selectable information obtained from a plurality of layers of a multi-layered communication protocol in order to define a characteristic class, then mapping the flow to the defined traffic class. It is useful to note that the automatic classification is sufficiently robust to classify a complete enumeration of the possible traffic.” Riddle, 4:6-17.</p> <p>“3.2 Automatic Traffic Classification Processing FIG. 3 depicts components of a system for automatically classifying packet flows for use in allocating bandwidth resources and the like by a rule of assignment of a service level. A traffic tree 302 in which new traffic will be added to a particular member class node. A traffic classifier 304 detects incoming traffic. Alternatively, the classifier may start with a service assignment and use it. A knowledge base 306 contains heuristics for determining a traffic class. The knowledge base may be embodied in a file or a relational database.” Riddle, 4:6-17.</p>

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embodiment, the knowledge is contained within a data structure. A plurality of saved lists 308 stores classified traffic pending in a tree 302. In select embodiments, entries for each instance of alternate embodiments, a copy of an entry and a count of duplicates is maintained.” Riddle, 12:27-41.

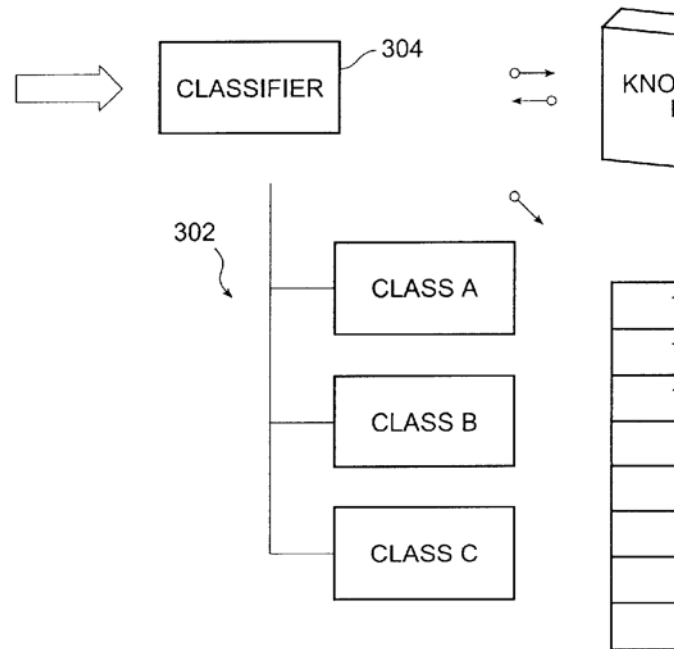


FIG. 3

Riddle, Fig. 3.

“The method for automatically classifying heterogeneous packet traffic in a telecommunications environment of the present invention is implemented in a programming language and is operational on a computer system 1A. This invention may be implemented in a client-server environment. A client-server environment is not essential. This figure shows a conventional

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computer system which includes a server 20 and numerous clients shown as client 25. The use of the term "server" is used in the context wherein the server receives queries from (typically remote) clients and performs all the processing necessary to formulate responses to the queries and return responses to the clients. However, server 20 may itself act as a client when it accesses remote databases located at another node of the network.

The hardware configurations are in general standard and will be familiar to those skilled in the art. In accordance with known practice, server 20 includes one or more processors which communicate with a number of peripheral devices via a system bus. These peripheral devices typically include a Storage Subsystem, a memory subsystem 35a and a file storage subsystem 35b holding programs (e.g., code or instructions) and data, a set of user interface input devices and an interface to outside networks, which may employ Ethernet, IEEE 802.3, ITU X.25, Serial Link Internet Protocol (SLIP) or a telephone network. This interface is shown schematically as block 40. It is coupled to corresponding interface devices in other computers in the network connection 45." Riddle, 5:53-6:15.

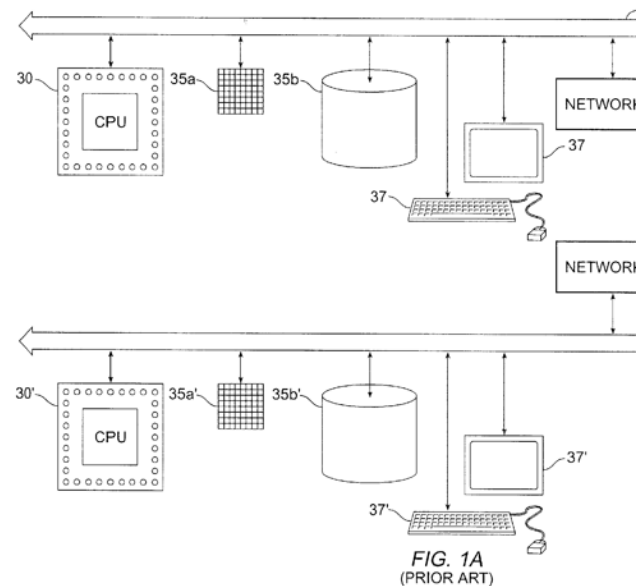


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Riddle, Fig. 1A.

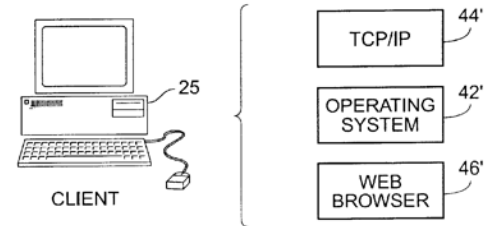
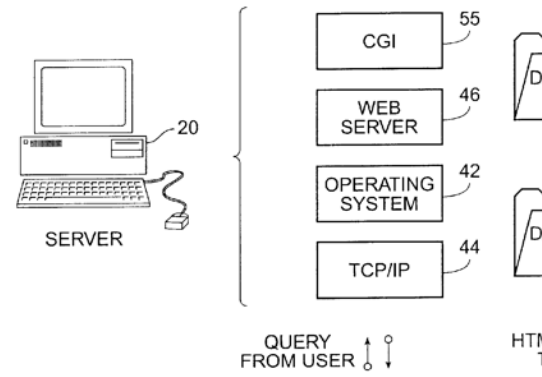


FIG. 1B
(PRIOR ART)

Riddle, Fig. 1B.

“FIG. 1C is illustrative of the internetworking of a plurality of servers such as server 20 of FIGS. 1A and 1B and a plurality of clients such as client 25 of FIGS. 1A and 1B and a plurality of servers such as server 20 described herein above. In FIG. 1C, network 60 is an example of a network that connects the servers and clients.”

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